ULTRA GAMES

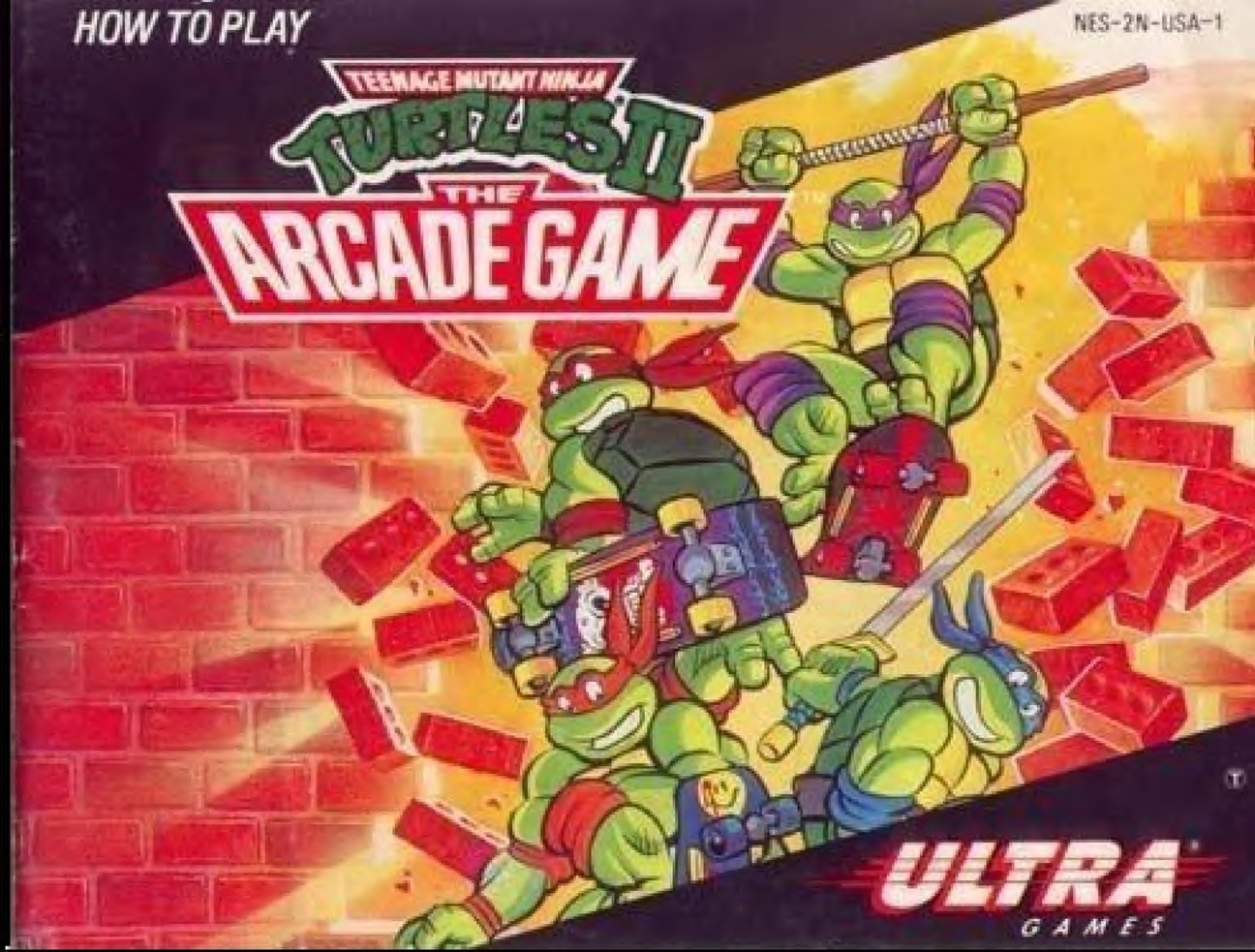
Printed in Japan

EmuMovies

HOW TO PLAY

NES-2N-USA-1

TEENAGE MUTANT NINJA TURTLES II THE ARCADE GAME



ULTRA GAMES

THE BOUNTY BOYS ARE HERE

Welcome to the crime infested boroughs of New York, where one wrong look at the right person can be your last. But the turtles sleep contentedly, for they've made Manhattan a safer place for all. Especially since they've sent Shredder to the local landfill. Or so they think.

While dreams of pepperoni pizzas dance through their heads, the turtles' worst nightmares blast into Earth's atmosphere. Two intergalactic bounty hunters have been attracted by the price that Shredder has placed on the half shell heroes' heads. Shredder's alive and looking for payback!

Although the turtles tossed Shredder into the metal jaws of a garbage truck, his titanium battle helmet protected his maniacal mind from being mauled. Upon awakening on a seabound garbage ship, Shredder vowed vengeance.

After floating back to land on a pile of non-biodegradable styrofoam cups, Shredder began training a new breed of Foot Soldier. One that is better trained in the lethal art of Taekwondo. And one that will make the ultimate sacrifice to defend his leader. But that was only the beginning. Shredder journeyed throughout the universe, via his Translocation Matrix Beam, recruiting the top bounty hunters. He chose two.

Tora is a ten foot, half ton blizzard beast who, in 2000 years, has never known defeat. Journeying from the distant ice planet of Traglodoon, he has come to Earth needing only one weapon, his devastating claws. His partner in cosmic crime is Shogun, an inhabitant of Sector Six in the Dead Star Zone, and the mastermind behind the Ultimate Galactic Sword.

But that's not all, folks. Shredder and his professional punishers have again captured April O'Neil and plan to use her as turtle bait. Fail to save this lovely journalist, and that's all she wrote!

Shredder's ten levels of terror, with a lethal leader at the end of each one, are the deadliest the turtles have ever had to face. Even if you survive the eight action riddled arcade arenas, you still must contend with the two new unbeatable bounty hunter stages. But the turtles stand ready to fight through this shell squashing mess.

For Splinter has taught these turtles to fight with the ferocity of a lion.

HOW TO PARTY TILL YOU DROP!

The green gurus of grimefighting are hummin' the blues. They've just learned of the evil event that awaits them. Shredder's throwing a reunion party, with the bounty hunters as the guests of horror.

Your goal is to survive all ten levels of fatal festivities, save April and defeat Shredder in the Technodrome. But keep your amphibian eyes peeled. There are over 700 pain packing party monsters who'd like to use you as the pinata!

PICKING YOUR PARTY CRASHER (HOW TO BEGIN)

To begin, choose either the one or two turtle mode with the Select Button, then press the Start Button. Next, choose your turtle(s) of choice with the Control Pad. In the two turtle mode, use the Control Pad on both controllers to choose your turtles. When you've locked on, press the A Button. Once a turtle is selected, you cannot change turtles in the middle of the game. Now you're ready to rock. Good luck, green gladiator!

HOW TO GET A LIFE

Your turtle has but only three lives to give to his city and to Splinter. You can prolong your life by eating all the rejuvenating pizzas or terminating as many villains as possible (for every 200 knockout punches, you're given another life). Your energy will be drained each time you're wounded by an enemy. When your energy meter reaches "null," you're void.

NOTE: In the two turtle mode, if you lose all three lives, you can be given a new lease on life by pressing the A Button on your controller (but only if the second turtle has a life to spare).

HOW TO CONTINUE

After your last turtle has been made into party mix, CONTINUE or END will appear. Choose one of the categories using your Select Button, then press the Start Button. If you've got the turtle guts, choose CONTINUE and you'll be thrown back into the level where you were just wasted (you can perform this continue feat a maximum of three times per adventure).

NOTE: "Rest" is located in the upper left corner of the screen. This indicates the number of lives remaining.

THE MUTANT MOVIE STARS

No, the turtles' agent didn't force them to appear on a sappy game show. This is your Select Turtle game screen.

Leonardo
Leonardo's the head honcho. He enjoys giving splitting headaches with his Katana Blades.

Raphael
Raphael's weapon of choice is a bad attitude and dual Sai daggers.

Michaelangelo
When he's not cracking jokes, he's cracking heads with his mind numbing Nunchuckus.

Donatello
The brains of the outfit. Call him computer geek, and you'll be eating oak from his Bo.

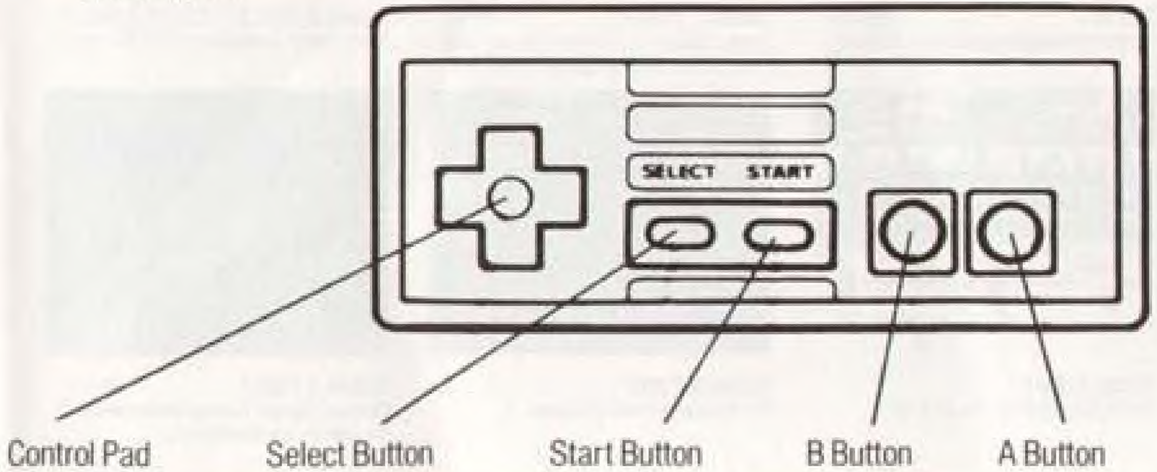
CONTROLLING YOUR TURTLE

Control Pad
Press to move forward, backward, up, down or diagonally.

A Button
Press to jump.

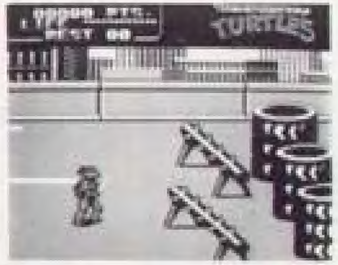
B Button
Press to attack. NOTE: To jump and attack at the same time, carefully press the A Button and B Button simultaneously.

YOU'LL GET A KICK OUT OF THIS ADVICE
If you press the A Button, then the B Button while pressing the Control Pad Left or Right, your turtle will jump kick.



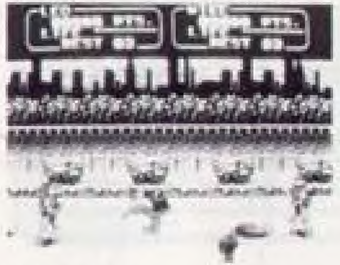
THE SCREENS OF THE CRIME

Scene 1
April's Hot Midtown Loft



Scene 2, Part 1
Times Square
(The Core of the Big Apple)

Scene 2, Part 2
SoHo Sewer System



Scene 3, Part 1
Snowy Central Park (Tora's Trap)

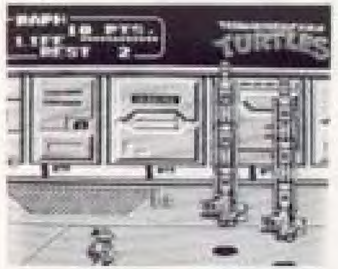
Scene 3, Part 2
Vinnie's Valet Parking Garage

Scene 4, Part 1
Madison Square Avenue (Home of the world's greatest lights!)

Scene 4, Part 2
Rock-A-Fella Expressway

Scene 5
Rock Quarry Factory
(The Stone Warriors' Lair)

Scene 6
House of Shogun



Scene 7
Technodrome

ENEMIES A'PLENTY

Tubular Transport
An overgrown, mechanical mosquito equipped with a turtle zapping laser gun.

Blackhawk
This airborne attacker carries a 50 caliber cannon that will leave you shell shocked.

Stone Warrior
Granitor's army of hard rock hit men.

Frosty the Hit Man
Don't let this carrot nosed creep fool you. He's packing heat seeking missiles that have your name on them.

Roadkill Rodney
Unicycle soldiers that will zap you senseless.

Foot Soldier
Trained in Shredder's Taekwondo gym, these maximum offenders are brainwashed to destroy the turtles at any cost. Main enemy of Scene 4.

Mouser
These mini-titanium titans are programmed to chew off turtle toes.

Venom, Blade, Vincent Van Growl
Three deadly predators designed by Shogun to weaken his prey.

THE CHAIRMEN OF THE HORDE

Granitor The Stone Warrior
Ruler of Scene 5, this hardbodied hooligan likes his turtle meat extra crispy. And he's brought his own hibachi blaster cannon.

Professor Baxter Stockman
Mouser bombardier by day, Knat Man by night, you'll find this fun lovin' freak in Scene 2, Part 2 and Scene 3, Part 2.

Before

After

Krang
Once a warlord of alien planets, Krang fights side by side with Shredder in Scene 7.

Tora and Shogun
These two infamous intergalactic bounty hunters are looking to tag team the turtles.

Tora will test your skills in the radical new and never before Scene 3, Part 1.

Shogun will shock your senses in Scene 6, the one of a kind challenge that will change you from green to black and blue!

Shredder
Ruler of Scene 7, you'll face off against this old foe in the ominous Technodrome.

Rocksteady and Bebop
Shredder's right and left hand men, er, mutants of Scenes 1 and 2 (respectively). They prove that beauty is only skin deep, but ugly goes all the way to the bone.

Treat Your ULTRAGAMES Cassette Carefully

- This ULTRAGAMES cassette is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes in temperature. Never attempt to open or dismantle the cassette.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your computer is SWITCHED OFF when inserting the cassette or removing it from the computer.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient the receiving antenna
–Relocate the NES with respect to the receiver
–Move the NES away from the receiver
–Plus the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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